



IAN WOO

GAME VFX Artist | ianvfx.com

STRENGTH

- Experienced a whole process of 3D game development by myself.
- Has keen eyes for artistic details and timings.
- Make balanced decision between finer visuals and better performance.
- Able to write or to modify script languages in c#, java, and shader code.
- Can handle and understand node-based programming or shader tools.
- A fast learner and a good problem solver.
- An analytic Gamer.

SOFTWARE

- Unity3D
- FrostBite (EA)
- Lumberyard (Amazon)
- PopcornFX
- Substance Designer
- Visual Studio
- Maya
- Photoshop
- After Effects
- Premiere
- Nuke

EXPERIENCE

VISUAL EFFECTS ARTIST • *Amazon Game Studios (Seattle and California)*
• *March 2020 - Present*

- Worked as an VFX artist on Crucible (Battle Royale Shooter), and currently working on NewWorld (MMORPG).
- Experienced AGS's in house game engine and particle tools (Lumberyard and PopcornFX)
- Created and Enhanced particle effects for playable characters, Ai boss, and environment.
- Researched and learned how to make use of SDF (Signed Distance Field) in a shader to create advanced mesh effects while maintaining performance budget relatively low.
- Learned how to work efficiently in remote working environment.

VISUAL EFFECTS ARTIST • *EA Vancouver* • *Aug 2017 - March 2020*

- Worked as an VFX artist on well-known AAA game titles at EA (Star Wars, FIFA, Plants & Zombies, and UFC)
- Experienced creating quality VFX in various different styles (Realistic to Cartoonish)
- Experienced wide range of in-house engine and particle system such as Frostbite, Gamechanger, Lynx, and Osiris
- Learned how to make vertex animated mesh particles using vertex shader.
- Worked on new and powerful node-based particle system in Frostbite engine.
- Learned how to cooperate with other artist in the team to create efficient production cycle.

INDIE GAME DEVELOPER • *Feb 2016 - Present*

- Has been developing and prototyping different genre of games in Unity3D using C#.



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GAME PROJECTS

- New World
MMORPG / Amazon
- Crucible
Battle Royale Shooter / Amazon
- Plants vs Zombies : Battle for Neighborville
Team-based Shooter / EA
- FIFA 20 / FIFA 18
Sports / EA
- UFC4 / UFC Mobile
Sports / EA
- Starwars (Canceled)
Action Adventure / EA
- Cosmic Punch (Prototype)
Casual Platformer / Me

- Took in charge of broad aspects of game developing process including game design, programming, modeling, texturing, rigging, animating, and particle effects, etc.
- Experimented and created many particle effects in different style by making custom shader using node-based shader tool, Shader Forge.
- Made various artistic decisions on graphics elements with performance in mind.
- Learned lots of tips and know-hows on game development in Unity3D by overcoming endless obstacles during developing games alone.
- Learned and modified existing assets to fit my needs.

ROTO-PREP ARTIST • MPC Vancouver • Nov 2013 - Apr 2014

- Worked as a Visual Effects Roto-Prep artist for various well-known films, using Nuke and Silhouette.
- Utilized in-depth knowledge of principles of animation for Roto-scoping.
- The films for this work includes Game of Thrones (S4), Godzilla (2014), Amazing Spiderman 2, Maleficent, 300: Rise of an Empire, Jersey Boys, and Percy Jackson, etc.

DIMENSIONALIZATION ARTIST • MPC Vancouver • Oct 2012 - Oct 2013

- Worked as a DN(dimensionalization) artist for stereoscopic (3D) films.
- Contributed to establish and standardize DN process, and trained two junior DN artists.
- Obtained deep understanding of stereoscopic(3D) environment.
- The films for this work includes Amazing Spiderman 2, Man of Steel, Godzilla (2014), 300: Rise of an Empire, Seventh Son, Percy Jackson, etc.



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TEXTURE, VFX, & MATTE PAINTING ARTIST

• *Project "On & Off" • Sep 2011 - Mar 2012*

- Created short VFX reel in a small team of 3 as a graduation project at the Art Institute of Vancouver.
- Took in charge of highly detailed texturing for the character (Robot), background matte paintings, particle effects, and animation.

SPECIAL EFFECTS ARTIST

• *Animation Production Team at Ai Vancouver • May 2011 - Aug 2011*

- Created different types of explosions and water simulation in an animation production team.
- Gained general knowledge on fluids dynamics in Maya.

EDUCATION

BCIT • *Associate Certificate (2016) • Applied software Development*

- Completed various programming courses including C++, C#, and Java to become a game developer.
- Gained practical understanding especially on C# through the experience of developing games in Unity3D on the side.

The Art Institute of Vancouver

• *Diploma (2012) • VFX for Film and Video Production*

- Learned how to create 2D and 3D Graphics using various graphic tools such as Maya, Photoshop, Nuke, Fusion, After Effects, Final Cut Pro, and Premiere.
- **Award : Dean's Honor Roll**